Pseudocode

* Keep guess count stable (DON’T CHANGE) when same letter guessed
* Bank of words to guess ”wordAnswers”
* Restart game (w/ new word) automatically after win or loss
* DISPLAY:
  + “Press any key to get started! Onkeyup
  + Wins (I’d like Losses, too)
  + Spaces of word to guess: \_ \_ \_ \_ \_ \_ \_ (maybe with 2em?)
  + Reveal correct letters: r \_ a \_ \_ p \_
  + Number of guesses left
  + Letters already guessed: I Z Y H (displayed in caps) “guessedLetters”

Correct guess prompts the pic of the word (i.e. Blondie’s pic and song)

— Words to guess “wordAnswers”

(object to correspond with situation???)

Mr. Peanut

Honk! Honk!

campfire

Mercy Boulevard

War BC

—Corresponding “theSituation” goes with each word in wordAnswers

“A car could strike her! So I took home the tick-covered pregnant stray I found wondering near Middleground Rd. I de-ticked, loved her. Here is one of her puppies, a wonderful 14-year-old with an under bite and great, big ears :).”

It’s sweet, but not surapy. It’s wholesome lke eating kale that tasted like steak for your soul. It’s kindness you didn’t deserve or expect. It’s just good.

—per word, an array of correctLetters (that are in the word)

—user presses any key to get started

—blank spaces appear

MT guessedLetters bank appears

— GUESSFUNCTION:

—user types letter

—letter compared against correctLetters

—if in correctLetters —> one blank space filled in

—if in correctLetters —> guessCount NOT changed

—else, if NOT in correctLetters—> letter appears in guessedLetters

— else, if NOT in correctLetters—> guessCount++

—repeat GUESSFUNCTION

—until guessCount++ == 15 OR each letter in correctLetters array is picked (maybe arr1 = [“a”, “c”, “t”] == arr2 = [“a”, “c”, “t”] ???)

—convert all letters to lowercase?

—pictures:

Peanut

Mercydef

